

WEST Search History

[Hide Items](#) | [Restore](#) | [Clear](#) | [Cancel](#)

DATE: Thursday, March 10, 2005

<u>Hide?</u>	<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>
-		<i>DB=PGPB,USPT; PLUR=YES; OP=OR</i>	
<input type="checkbox"/>	L12	L11 and pipeline\$1	4
<input type="checkbox"/>	L11	L10 and left same image same portion same right same composit\$3	31
<input type="checkbox"/>	L10	left same image\$1 and (portion or sub-sreen) and right and composit\$ and stereo	1213
<input type="checkbox"/>	L9	709/203.ccls.	5144
<input type="checkbox"/>	L8	709/231.ccls.	1284
<input type="checkbox"/>	L7	348/43.ccls.	120
<input type="checkbox"/>	L6	345/506.ccls.	271
<input type="checkbox"/>	L5	345/505.ccls.	257
<input type="checkbox"/>	L4	345/503.ccls.	231
<input type="checkbox"/>	L3	345/419.ccls.	1934
<input type="checkbox"/>	L2	left and right and offset and stereo same image\$1 same pipeline and composit\$3	15
<input type="checkbox"/>	L1	stereosco\$4 same left and right and offset and stero same image\$1	0

END OF SEARCH HISTORY



Welcome to IEEE Xplore®

- Home
- What Can I Access?
- Log-out

Tables of Contents

- Journals & Magazines
- Conference Proceedings
- Standards

Search

- By Author
- Basic
- Advanced
- CrossRef

Member Services

- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

IEEE Enterprise

- Access the IEEE Enterprise File Cabinet

 Print Format

Your search matched **15** of **1134355** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance Descending** order.

Refine This Search:

You may refine your search by editing the current search expression or enter a new one in the text box.

Check to search within this result set

Results Key:

JNL = Journal or Magazine CNF = Conference STD = Standard

1 Pipeline stereo matching in binary images

Goncalves, L.M.G.; De Oliveira, A.A.F.;
Computer Graphics, Image Processing, and Vision, 1998. Proceedings. SIBGRA'98. International Symposium on , 20-23 Oct. 1998
Pages:426 - 433

[\[Abstract\]](#) [\[PDF Full-Text \(276 KB\)\]](#) IEEE CNF

2 3D estimation using panoramic stereo

Baldwin, J.; Basu, A.;
Pattern Recognition, 2000. Proceedings. 15th International Conference on , Volume: 1 , 3-7 Sept. 2000
Pages:97 - 100 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(328 KB\)\]](#) IEEE CNF

3 Real-time phase-based stereo for a mobile robot

Frohlinghaus, T.; Buhmann, J.M.;
Advanced Mobile Robot, 1996., Proceedings of the First Euromicro Workshop on , 9-11 Oct. 1996
Pages:178 - 185

[\[Abstract\]](#) [\[PDF Full-Text \(1288 KB\)\]](#) IEEE CNF

4 Fast calibrated stereo vision for manipulation

Mulligan, J.;
Robotics and Automation, 1996. Proceedings., 1996 IEEE International Conference on , Volume: 3 , 22-28 April 1996
Pages:2326 - 2331 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(568 KB\)\]](#) [IEEE CNF](#)

5 Stereo vision system for car assembly

Kimura, Y.; Naito, T.; Nakano, M.; Moribe, H.; Kuno, T.;
Robotics and Automation, 1995. Proceedings., 1995 IEEE International Conference , Volume: 2 , 21-27 May 1995
Pages:1403 - 1409 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(640 KB\)\]](#) [IEEE CNF](#)

6 Tissue classification based on 3D local intensity structures for volume rendering

Sato, Y.; Westin, C.; Bhalerao, A.; Nakajima, S.; Shiraga, N.; Tamura, S.; Kikuchi, R.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 6 , Issue: 2 , April-June 2000
Pages:160 - 180

[\[Abstract\]](#) [\[PDF Full-Text \(3260 KB\)\]](#) [IEEE JNL](#)

7 Near real-time stereo range detection using a pipeline architecture

Kayaalp, A.E.; Eckman, J.L.;
Systems, Man and Cybernetics, IEEE Transactions on , Volume: 20 , Issue: 6 , Nov.-Dec. 1990
Pages:1461 - 1469

[\[Abstract\]](#) [\[PDF Full-Text \(1984 KB\)\]](#) [IEEE JNL](#)

8 Supporting interactive data exploration for GIS planning tasks with multi-modal virtual environment

Harding, C.; Newcomb, M.;
Haptic, Audio and Visual Environments and Their Applications, 2004. HAVE 2004. Proceedings. The 3rd IEEE International Workshop on , 2-3 Oct. 2004
Pages:81 - 86

[\[Abstract\]](#) [\[PDF Full-Text \(788 KB\)\]](#) [IEEE CNF](#)

9 RealiZm graphics

Buckelew, M.;
Compcon '97. Proceedings, IEEE , 23-26 Feb. 1997
Pages:192 - 197

[\[Abstract\]](#) [\[PDF Full-Text \(368 KB\)\]](#) [IEEE CNF](#)

10 A stereo vision system for real-time automotive obstacle detection

Bertozzi, M.; Broggi, A.; Fascioli, A.;
Image Processing, 1996. Proceedings., International Conference on , Volume: 1 , 16-19 Sept. 1996
Pages:681 - 684 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(920 KB\)\]](#) [IEEE CNF](#)

11 Supersystolic arrays on large-scale FPGA structures

Kittitornkun, S.; Yu Hen Hu;
Circuits and Systems, 2003. ISCAS '03. Proceedings of the 2003 International Symposium on , Volume: 2 , 25-28 May 2003
Pages:II-756 - II-759 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(346 KB\)\]](#) [IEEE CNF](#)

12 Towards point-based acquisition and rendering of large real-world environments

Correa, W.T.; Fleishman, S.; Silva, C.T.;
Computer Graphics and Image Processing, 2002. Proceedings. XV Brazilian Symposium on , 7-10 Oct. 2002
Pages:59 - 66

[\[Abstract\]](#) [\[PDF Full-Text \(1205 KB\)\]](#) [IEEE CNF](#)

13 PTEP: the parallel telemetry processor

Norris, J.S.; Backes, P.G.; Baumgartner, E.T.;
Aerospace Conference, 2001, IEEE Proceedings. , Volume: 7 , 10-17 March 2001
Pages:7 - 3345 vol.7

[\[Abstract\]](#) [\[PDF Full-Text \(1088 KB\)\]](#) [IEEE CNF](#)

14 Vision system with depth obtaining capabilities

Heras, M.L.; Amat, J.;
Computational Intelligence and Multimedia Applications, 1999. ICCIMA '99. Proceedings. Third International Conference on , 23-26 Sept. 1999
Pages:206 - 210

[\[Abstract\]](#) [\[PDF Full-Text \(88 KB\)\]](#) [IEEE CNF](#)

15 Real time hand gesture recognition using 3D prediction model

Ishibuchi, K.; Takemura, H.; Kishino, F.;
Systems, Man and Cybernetics, 1993. 'Systems Engineering in the Service of Humans', Conference Proceedings., International Conference on , 17-20 Oct. 1993
Pages:324 - 328 vol.5

[\[Abstract\]](#) [\[PDF Full-Text \(360 KB\)\]](#) [IEEE CNF](#)
